

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

- (a) display a primary game including a plurality of reels having a plurality of symbols, said symbols including at least one modifier activator symbol;
- (b) activate the reels and display at least one of said symbols;
- (c) provide any award based on the at least one displayed symbol;
- (d) determine whether the modifier activator symbol is displayed on the reels;
- (e) in response to the display of the modifier activator symbol, display a plurality of different modifiers;
- (f) after the plurality of different modifiers are displayed, receive an input from a player, the input corresponding to a selection of one of the displayed plurality of modifiers;
- (g) after the selection, reactivate the reels a plurality of times;
- (h) automatically apply the player selected modifier to modify at least one function of the primary game for each one of said reactivations of the reels; and
- (i) in response to a winning outcome for at least one of the reactivations, provide an additional award based, at least in part, on the at least one modified function of the primary game.

Claim 2 (previously presented): The gaming device of claim 1, wherein a plurality of said symbols are modifier activator symbols.

Claim 3 (currently amended): The gaming device of claim 1, wherein the ~~instructions include a plurality of instructions, when executed by the at least one processor, cause the at least one processor executable to receive a signal corresponding to the input selection~~ from the player in response to a plurality of modifier activator symbols being displayed.

Claim 4 (currently amended): The gaming device of claim 1, wherein the ~~instructions include a plurality of instructions, when executed by the at least one processor, cause the at least one processor to operate with the at least one input device executable to receive, from the player, a signal corresponding to a second input from the player, the second input corresponding to a selection of a second one of the displayed plurality of modifiers.~~

Claim 5 (currently amended): The gaming device of claim 1, wherein the ~~instructions include a plurality of instructions, when executed by the at least one processor, executable to cause the at least one processor to apply a plurality of player selected modifiers to modify a plurality of functions of the primary game.~~

Claim 6 (currently amended): The gaming device of claim 1, which includes an active modifier counter associated with each of the modifiers, said active modifier counter being configured to indicate any currently player selected modifier and a plurality of remaining subsequent activations of the reels that ~~the said~~ modifier will be applied to.

Claim 7 (currently amended): The gaming device of claim 1, wherein the ~~instructions include a plurality of instructions, when executed by the at least one processor, cause the at least one processor to operate with the at least one input device to receive, from the player, executable to receive a signal corresponding to the input from the selection of one of the displayed plurality of modifiers~~ the player if said modifier activator symbol is displayed and no modifiers are currently activated.

Claim 8 (previously presented): The gaming device of claim 1, which includes a modifier generator displayed to the player that includes said plurality of modifiers.

Claim 9 (currently amended): The gaming device of claim 8, wherein the ~~instructions include a plurality of instructions, when executed by the at least one processor, executable to cause the at least one processor to operate with the modifier generator to receive, from the player, a a signal corresponding to the input from the player, the input corresponding to the selection of at least one of the plurality of modifiers.~~

Claim 10 (currently amended): The gaming device of claim 8, wherein said ~~instructions include a the plurality of instructions, when executed by the at least one processor, executable to cause the at least one processor to operate with the modifier generator to receive, from the player, a signal corresponding to the input from the player~~ the selection of one of the displayed modifiers if no modifiers are currently activated.

Claim 11 (currently amended): The gaming device of claim 9, wherein said player selected modifier is activated if said modifier activator symbol is displayed.

Claim 12 (currently amended): The gaming device of claim 8, wherein said ~~instructions include a the~~ plurality of instructions, when executed by the at least one processor, ~~executable to cause the at least one processor to operate with the input device and the modifier generator to receive, from the player, a signal corresponding to another input from the player, the another input corresponding to another selection of one of the displayed plurality of modifiers.~~

Claim 13 (previously presented): The gaming device of claim 14, wherein said modifier generator is configured to spin if the at least one modifier is not displayed on the reels.

Claim 14 (previously presented): The gaming device of claim 8, wherein said modifier generator includes a modifier reel.

Claim 15 (currently amended): The gaming device of claim 1, wherein the ~~instructions include a~~ plurality of instructions, when executed by the at least one processor, ~~executable to cause the at least one processor to enable the player to select a plurality of the modifiers.~~

Claim 16 (previously presented): The gaming device of claim 1, wherein each modifier is associated with the same plurality of subsequent activations of the reels.

Claim 17 (currently amended): The gaming device of claim 1, wherein a plurality of said modifiers are each associated with ~~a~~ different pluralities of subsequent activations of the reels.

Claim 18 (currently amended): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

- (a) display a primary wagering game including a plurality of reels having a plurality of symbols, the symbols including at least one modifier activator symbol, the primary wagering game being associated with at least one award, the at least one award being associated with a winning condition;
- (b) activate said plurality of reels to indicate at least one of the symbols;
- (c) provide the at least one award as a result of the indicated symbol corresponding to the winning condition;
- (d) determine whether the modifier activator symbol is indicated on the reels;
- (e) in response to the indication of the modifier activator symbol, display a plurality of modifiers, each of the plurality of modifiers corresponding to a quantity of at least one subsequent activation of the reels, the quantity being greater than one for at least one of the modifiers;
- (f) after the display of the plurality of modifiers, receive ~~an input from a player, the input corresponding to~~ a selection of one of the displayed plurality of modifiers;
- (g) after the selection, automatically perform the quantity of subsequent activations which correspond to the player selected modifier;
- (h) apply the player selected modifier to modify, for each of the reactivated reels in each of the subsequent activations, at least one

of: (i) the at least one award, if any, based on at least one symbol indicated on the reels; and (ii) the winning condition of the primary wagering game; and

- (i) in response to an occurrence of the winning condition for at least one of the subsequent activations, provide an additional award based, at least in part, on the modification.

Claim 19 (previously presented): The gaming device of claim 18, wherein the triggering event is the player making a wager on the primary wagering game.

Claim 20 (currently amended): A gaming device comprising:  
a display device;  
at least one input device;  
at least one processor; and  
at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to:

- (a) display a primary wagering game operable upon a wager by a player, said primary wagering game including symbols, the symbols including at least one symbol modifier activator symbol;
- (b) operate the primary wagering game;
- (c) display at least one of the symbols;
- (d) determine whether the at least one modifier activator symbol is displayed;
- (e) in response to the display of the at least one modifier activator symbol, display a plurality of modifiers, each one of the modifiers corresponding to a quantity of at least one subsequent play of the primary wagering game, the quantity being greater than one for at least one of the modifiers;
- (f) after the display of the plurality of modifiers, receive ~~an input from~~ a player, ~~the input corresponding to a~~ selection of one of the displayed plurality of modifiers;
- (g) after the selection, automatically activate the player selected modifier for at least one of the subsequent plays of the primary wagering game;
- (h) operate the quantity of subsequent plays of the primary wagering game, said quantity corresponding to the player selected modifier;
- (i) apply the player selected modifier to the primary wagering game for each of the quantity of subsequent plays of the primary wagering game; and

- (j) in response to a winning outcome for at least one of the subsequent plays of the primary wagering game, provide an additional award, the additional award being based, at least in part, on the player selected modifier.

Claim 21 (previously presented): The gaming device of claim 20, wherein a plurality of said symbols are modifier activator symbols.

Claim 22 (currently amended): The gaming device of claim 20, wherein the ~~instructions include a plurality of instructions, when executed by the at least one processor, cause the at least one processor executable to receive a signal corresponding to the input selection~~ from the player in response to a plurality of modifier activator symbols being displayed.

Claim 23 (currently amended): The gaming device of claim 20, wherein the ~~instructions include a plurality of instructions, when executed by the at least one processor, cause the at least one processor to operate with the at least one input device executable to receive, from the player, a signal corresponding to a second input from the player, the second input corresponding to a selection of a second one of the displayed plurality of modifiers.~~

Claim 24 (currently amended): The gaming device of claim 20, wherein the ~~instructions include a plurality of instructions, when executed by the at least one processor, executable to cause the at least one processor to apply a plurality of player selected modifiers to modifier~~ modify a plurality of functions of the primary wagering game.



Claim 25 (currently amended): The gaming device of claim 20, which includes an active modifier counter associated with each of the modifiers, said active modifier counter being configured to indicate any currently player selected modifier and a plurality of remaining subsequent plays of the primary wagering game that the said modifier will be applied to.

Claim 26 (currently amended): The gaming device of claim 20, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to operate with the at least one input device to receive, include ~~instructions executable to receive a signal corresponding to the input from the player, the selection of one of the displayed modifiers~~ if said modifier activator symbol is displayed and no modifiers are currently activated.

Claim 27 (previously presented): The gaming device of claim 20, which includes a modifier generator displayed to the player that includes said plurality of modifiers.

Claim 28 (currently amended): The gaming device of claim 27, wherein the ~~instructions include a plurality of instructions, when executed by the at least one processor, executable to cause the at least one processor to operate with the modifier generator and the at least one input device to receive, a signal corresponding to the input from the player, the input corresponding to the selection of at least one of the plurality of modifiers.~~

Claim 29 (currently amended): The gaming device of claim 27, wherein ~~said instructions include a the plurality of instructions, when executed by the at least one processor, executable to cause the at least one processor to operate with the modifier generator and the at least one input device to receive, from the player, a signal corresponding to the input selection of at least one of the plurality of modifiers from the player if no modifiers are currently activated.~~

Claim 30 (currently amended): The gaming device of claim 29, wherein said player selected modifier is activated if said modifier activator symbol is displayed.

Claim 31 (currently amended): The gaming device of claim 27, wherein said ~~instructions include a~~ the plurality of instructions, when executed by the at least one processor, ~~executable to cause the at least one processor to operate with the modifier generator and the at least one input device to receive, a signal corresponding to another input from the player, the another input corresponding to another selection of one of the displayed plurality of modifiers.~~

Claim 32 (previously presented): The gaming device of claim 27, wherein said modifier generator is configured to spin if the at least one modifier is not displayed on the reels.

Claim 33 (previously presented): The gaming device of claim 27, wherein said modifier generator includes a modifier reel.

Claim 34 (currently amended): The gaming device of claim 20, wherein the ~~instructions include a~~ plurality of instructions, when executed by the at least one processor, ~~executable to cause the at least one processor to operate with the at least one input device to enable the player to select a plurality of the modifiers.~~

Claim 35 (previously presented): The gaming device of claim 20, wherein each modifier is associated with the same plurality of subsequent plays of the primary wagering game.

Claim 36 (currently amended): The gaming device of claim 20, wherein a plurality of said modifiers are each associated with ~~a different pluralities of subsequent plays of the primary waging game.~~

Claim 37 (currently amended): A gaming system comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

- (a) receive an input based on a wager;
- (b) operate a first play of a primary game, the primary game having a plurality of reels, the reels having a plurality of symbols, the symbols including at least one modifier symbol, at least one of the symbols being associated with a winning condition;
- (c) generate a plurality of the symbols;
- (d) provide an award as a result of the winning condition being satisfied;
- (e) in response to the generated symbols including the at least one modifier symbol, activate a modifier generator, the modifier generator displaying a plurality of modifiers;
- (f) after the display of the plurality of modifiers, receive ~~an input from~~ a player, ~~the input corresponding to a~~ selection of one of the displayed plurality of modifiers;
- (g) after the selection, automatically operate a second play of the primary game;
- (h) modify, for the second play, based on the player selected modifier, at least one of: (i) the award, if any; and (ii) the winning condition of the primary game; and
- (i) in response to a winning outcome for the second play of the primary game, provide an additional award, the additional award being based, at least in part, on the modification of step (h).

Claim 38 (currently amended): A method of operating a gaming device, said method comprising:

(a) causing at least one processor to execute a plurality of instructions stored in at least one memory device to operate with at least one display device to display ~~displaying~~ a game including a plurality of reels, wherein each of said reels includes a plurality of symbols, said plurality of symbols including a modifier activator symbol;

(b) causing the at least one processor to execute the plurality of instructions to activate ~~activating~~ said plurality of reels;

(c) causing the at least one processor to execute the plurality of instructions to cause ~~providing~~ a player to be provided with any award based on the symbols displayed on the reels after said activation;

(d) causing the at least one processor to execute the plurality of instructions to operate with the at least one display device to, in response to the display of the modifier activator symbol, display ~~displaying~~ a plurality of different modifiers, wherein at least one of said modifiers is associated with a quantity of subsequent activations of the reels, the quantity being at least two;

(e) causing the at least one processor to execute the plurality of instructions to operate with at least one input device to, after the display of the plurality of modifiers, receive, ~~receiving an input from the player, the input corresponding to a selection of one~~ of the displayed plurality of modifiers;

(f) causing the at least one processor to execute the plurality of instructions to repeat ~~repeating~~ steps (b) to (c) at least the quantity of ~~times~~ subsequent activations, wherein at least one function of the game is modified based on the player selected modifier; and

(g) causing the at least one processor to execute the plurality of instructions to, for each of the subsequent activations of the reels, providing-cause ~~the player to be provided with~~ an outcome, the outcome being based on, at least in part, the modification of the function of the game.

Claim 39 (previously presented): The method of claim 38, wherein a plurality of said symbols are modifier activator symbols.

Claim 40 (currently amended): The method of claim 38, which includes causing the at least one processor to execute the plurality of instructions to cause an indication of ~~indicating~~ any modifier that is currently selected and the plurality of remaining subsequent activations of the reels that the player selected modifier will be applied to.

Claim 41 (currently amended): The method of claim 38, which includes causing the at least one processor to execute the plurality of instructions to operate with the at least one input device to enable ~~enabling~~ the player to select a plurality of said modifiers.

Claim 42 (previously presented): The method of claim 38, wherein each modifier is associated with the same plurality of subsequent activations of the reels.

Claim 43 (previously presented): The method of claim 38, wherein a plurality of said modifiers are each associated with a different plurality of subsequent activations of the reels.

Claim 44 (previously presented): The method of claim 38, wherein more than one modifier is activated for at least one subsequent activation of the reels.

Claim 45 (previously presented): The method of claim 38, which is provided to the player through a data network.

Claim 46 (previously presented): The method of claim 45, wherein the data network is an internet.

Claim 47 (currently amended): A method of operating a gaming device, said method comprising:

(a) causing at least one processor to execute a plurality of instructions stored in at least one memory device to operate ~~operating~~ a play of a primary wagering game, wherein said primary wagering game is associated with at least one winning outcome and includes at least one modifier activator symbol;

(b) causing the at least one processor to execute the plurality of instructions to cause providing any award to be provided to a player in response to the at least one winning outcome;

(c) causing the at least one processor to execute the plurality of instructions to determine ~~determining~~ whether the modifier ~~d~~ activator symbol is displayed;

(d) causing the at least one processor to execute the plurality of instructions to operate with at least one display device to, in response to the display of the at least one modifier activator symbol, display ~~displaying~~ a plurality of different modifiers;

(e) causing the at least one processor to execute the plurality of instructions to operate with the at least one display device and at least one input device to, after the display of the plurality of modifiers, ~~receiving an input from the player, the input corresponding to receive, from the player,~~ a selection of one of the displayed plurality of modifiers, wherein each of said modifiers is associated with a quantity of at least two subsequent plays of the primary wagering game;

(f) causing the at least one processor to execute the plurality of instructions to repeat ~~repeating~~ steps (a) to (b) at least the quantity of ~~times~~ subsequent plays, wherein at least one function of the primary wagering game is modified based on the player ~~selected~~ modifier; and

(g) causing the at least one processor to execute the plurality of instructions to, for each of the subsequent plays which result in the at least one winning outcome, providing ~~cause the player to be provided with~~ an additional award, the additional award being based, at least in part, on the modification.

Claim 48 (currently amended): The method of claim 47, wherein at least one of the plurality of modifiers is selected if the player obtains at least one modifier activator symbol in one of the subsequent plays of the primary wagering game.

Claim 49 (currently amended): The method of claim 47, which includes ~~the step of causing the at least one processor to execute the plurality of instructions to indicate~~ indicating any modifier that is currently activated and the plurality of remaining subsequent plays of the primary wagering game that the player selected modifier will be activated.

Claim 50 (currently amended): The method of claim 47, which includes causing the at least one processor to execute the plurality of instructions to operate with the at least one input device to enable ~~wherein the player is enabled to select a plurality of the~~ modifiers.

Claim 51 (previously presented): The method of claim 47, wherein each modifier is associated with the same plurality of subsequent plays of the primary wagering game.

Claim 52 (previously presented): The method of claim 47, wherein a plurality of said modifiers are each associated with a different plurality of subsequent plays of the primary wagering game.

Claim 53 (previously presented): The method of claim 47, which is provided to the player through a data network.

Claim 54 (previously presented): The method of claim 53, wherein the data network is an internet.

Claim 55 (previously presented): The gaming system of claim 37, wherein the at least one function includes at least one primary game outcome.

Claim 56 (previously presented): The gaming system of claim 37, wherein the at least one function includes at least one primary game award.

Claim 57 (currently amended): The gaming device of claim 1, wherein the ~~instructions include a plurality of instructions, when executed by the at least one processor, executable to cause the at least one processor to operate with the at least one display device to, for at least one of the reactivated reels:~~

- (a) receive, from the player, a second input, ~~the second input~~ corresponding to an activation of at least one payline; and
- (b) for the at least one activated payline:
  - (i) apply the player selected modifier ~~modify~~ to at least one function of at least one symbol indicated by the player selected payline; and
  - (ii) determine the additional award based on the modified function.